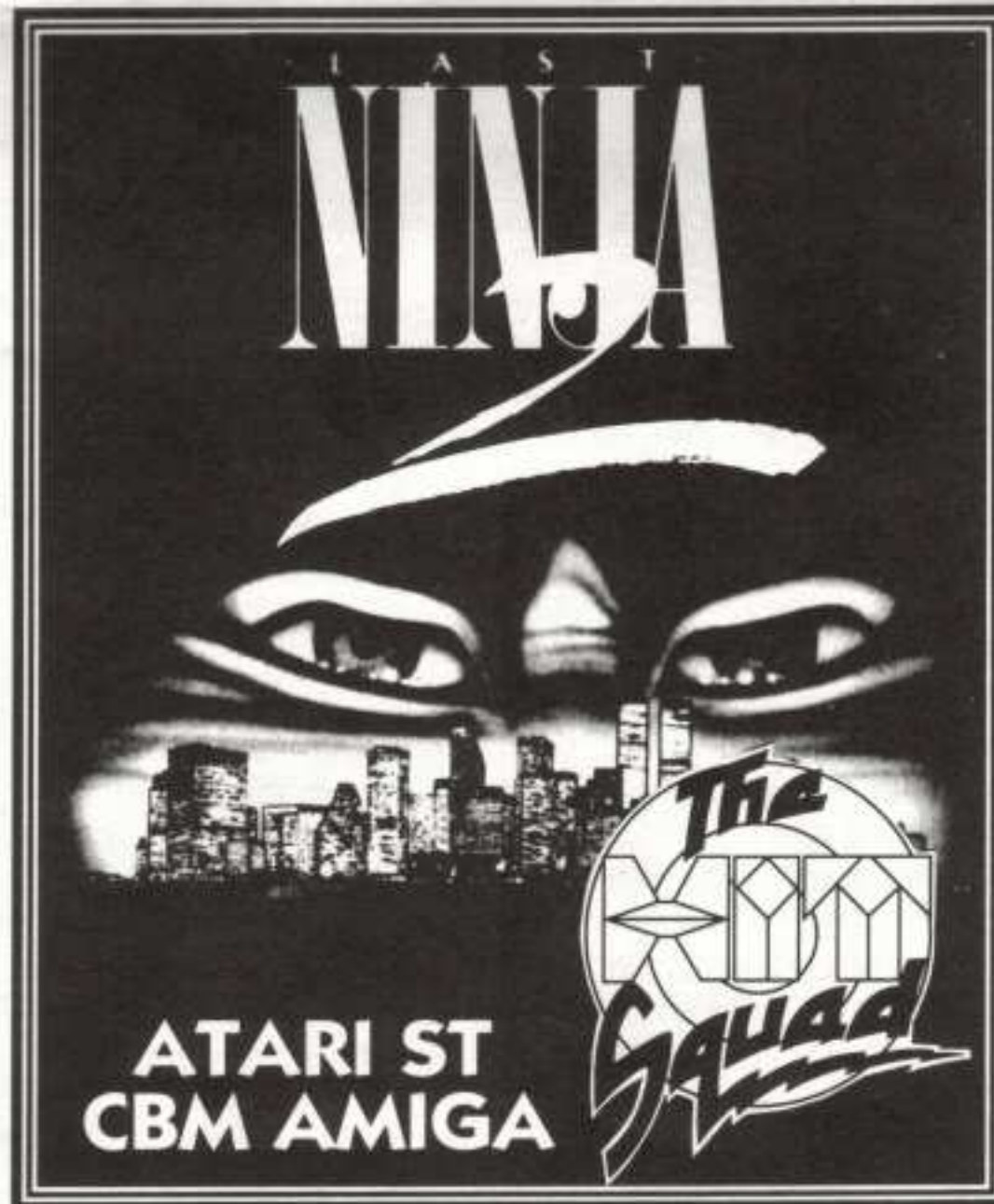


**ARKANOID-
REVENGE OF DOH
BATMAN -
THE CAPED CRUSADER
WIZBALL
R-TYPE
AFTERBURNER
SUPER HANG-ON
LOOK OUT FOR THESE
FANTASTIC GAMES FROM**



LOADING

Set up your computer system as detailed in your user manual. Ensure that all non essential peripherals - such as cartridges, printers, etc. are disconnected. Failure to do so may cause loading difficulties.

COMMODORE AMIGA

Switch on computer and insert Disc 1

CONTROLS

Use a joystick to control the Ninja plus the following keys:

HELP	Select object held
DEL	Select weapon held
J	
	Rotate joystick orientation by 45 degrees
F 1	Turn music off
F2	Pause/Unpause
F10	Quit

ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically. It is important that your game disk is kept in the drive at all times.

CONTROLS

Use a joystick to control the Ninja plus the following keys:

CLEAR	Select object held
UNDO	Select weapon held
J	Rotate joystick orientation by 45 degrees
F1	Turn music off
F2	Pause/Unpause
F10	Quit

MULTI-LOAD INSTRUCTIONS

LAST NINJA 2 is a multi-load game. Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you **MUST** keep your LAST NINJA 2 disk in your disk drive, at all times during a session with the game. On screen prompts will appear when you complete a level, telling you what to do next. It is important to understand that, unlike most fighting games, the Ninja character is capable of movement in three dimensions. This means that all the moves you can make are relative to the direction the Ninja is facing on the screen.

BASIC MOVEMENT

To change the direction the Ninja is facing, roll the joystick handle through all the positions until you are facing the direction you want.

To walk forward - push the joystick in the direction the Ninja is facing.

To step backwards- pull the joystick in the opposite direction to the one the Ninja is facing.

To drift across the path - push the joystick in the direction you want him to veer (this applies to walking forwards and backwards).

SPECIAL MOVEMENTS

To activate the pick up, press the fire button then pull the joystick bottom right, or bottom left diagonally.

To pick an item from the pathway or the background you first have to position the Ninja correctly. The Ninja must be facing the object you want to collect and be close enough so that when he bends down, his hands will be touching the object. Once the Ninja's hands have touched the object it will be automatically picked up and displayed in the status area. It is then added to the Ninja's inventory.

SOMERSAULTING

To make the Ninja somersault either to avoid attack or to overcome some hazard, such as jumping from one wall to another, you should make the Ninja run in the direction you want him to somersault, and while he is moving press the fire button. Because the Ninja can move in three dimensions, he will jump along the path or across the path depending on which direction you push the joystick: diagonal up - across and up the path, sideways - across the path horizontally (the Ninja can only somersault forwards).

GENERAL TIPS

The first aspects of the game you should master are the joystick controls. The highly interactive nature of the game is required because of some of the complex moves the Ninja character has to perform. A high level of competence at the controls will enhance your game play considerably.

Because of the adventure elements our second suggestion is that you should get into the habit of recording what happens on each screen. This will enable you to obtain higher scores with repeated play. The last point is, never take anything for granted - some things are not as they appear. Be curious, nosey, etc. and examine everything.

CLUES

The following are clues to some of the objects and hazards you may come across in your travels. They are listed in the "load" order, not necessarily in the order in which you have to find them. In the spirit of all good adventures ... we have not told you the whole story.

KEYS:

There are grate keys and not so grate keys. In the beginning they are a hard bunch to find.

TRAP DOOR:

Get a good grip and punch you way through this problem.

MAP:

This map is a bit flash, it can reveal a lot.

NUNCHUKAS:

Pulling off this two part problem could make you flushed

with success.

SHIRAKEN:

You'll have to box clever to reach the stars.

STAFF:

Reaching new heights, these staff will do well.

BOTTLE:

Wino(t) tramp around the streets and grab a drink while you can.

SWORD:

Shop around for the best buy, it could be a real steel.

HAMBURGER:

(quote) 'Greater love hath no man than this, that he lay down his extra hamburger for a friend'.

CREDIT CARD:

You'll get extended credit when you gain access. It will really lift your spirits.

COMPUTER TERMINAL:

Your number up if you don't act like an elephant.

THE FINAL PROBLEM IS ALWAYS IN THE PICTURE, SAFELY

The game is played in a variety of environments. The following are a few cryptic clues as to the sort of places you will be visiting.

LOAD ONE: CENTRAL PARK

The key to success is to gain new heights then go for a frolic on the river.

LOAD TWO: DOWNTOWN MANHATTAN

The busy street can be paved with danger. Stepping out before your time could really flip you out. If you're really sophisticated, you can get down to it and make a grate exit.

LOAD THREE: SEWERS

Typically deep, dark and dank. There'll be no torch carrying here, you'll just need lotsa bottle.

LOAD FOUR: OPIUM FACTORY

Meet a real cool cat, but be careful, you might get a shock along the way. Tread carefully before taking a quick dip.

LOAD FIVE: OFFICE BLOCK

Entrance here is no big secret. You could become a real terminal case before you get to meet your biggest fan and become star struck.

LOAD SIX: SHOGUN'S RETREAT

Drop in to see your arch enemy. If you're dumb enough it might not be too alarming. After that it's full steam ahead. Careful, if you get cornered you might have to do a six point turn.

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